

**WHAT IS CLAIMED IS:**

1. A tennis game system in which a ball striking player and its opposite player by turns strike a ball displayed on a monitor screen, comprising:

5 a means for calculating a predicted return position of the ball returned by the opposite player; and

a ball striking position movement means for moving a ball striking position for the ball striking player based on said predicted return position.

2. A tennis game system according to claim 1, further comprising

10 a judgment means for comparing a current position of said ball striking player with said predicted return position and for judging whether said predicted return position is within a ball strikable range for the ball striking player, wherein

said ball striking position is moved by said ball striking position movement means when said judgment means judged that said predicted return position was out of the ball strikable range.

15 3. A tennis game system according to claim 1 or 2, wherein said ball striking position movement means moves said ball striking position in the horizontal direction on said monitor screen.

20 4. A tennis game system according to claim 3, further comprising an input device for issuing an instruction to strike a ball, wherein a ball is struck on said monitor screen according to the instruction to strike a ball from said input device.

5. A tennis game system according to claim 4, wherein

said input device includes an operating switch; and further comprising:

25 a position changing means for changing said ball striking position to forward or backward position on said monitor screen in response to an operation of said operating switch.